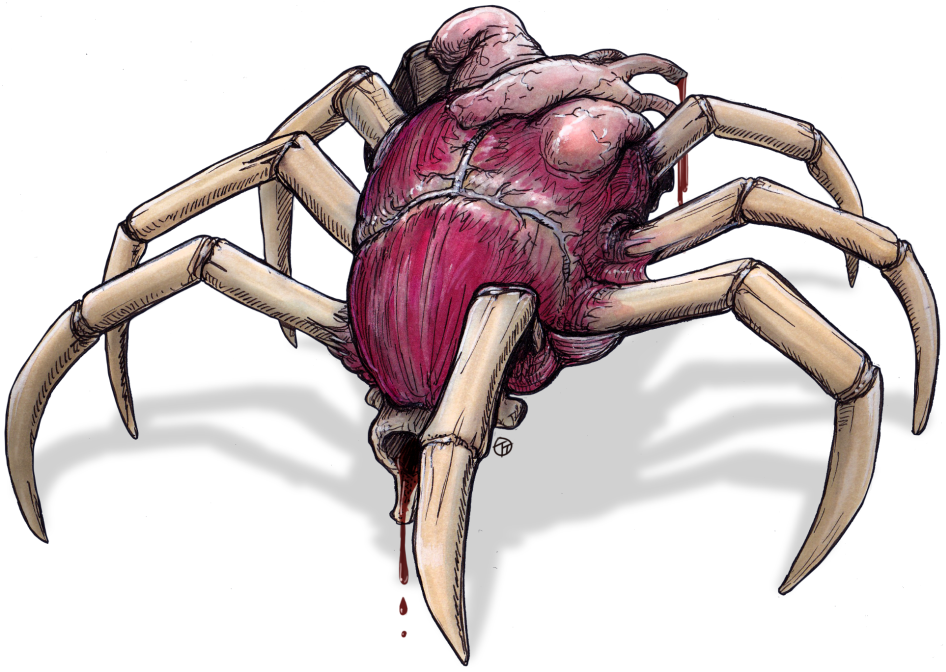

LOVELORN

Skittering Undead Hearts

Habitat: Planar (Shadowfel), Urban; **Treasure:** Any

A lovelorn is a vicious undead driven by misery and suffering. They arise from the remains of humanoid creatures who die when love takes a tragic turn. Starcrossed and unrequited lovers make up the majority of lovelorn hearts, though sometimes a darker twist of fate is responsible.

While undead, and therefore without any physical need to feed, the lovelorn's overwhelming sense of misery and despondence can be quelled by commiseration. They will seek out other miserable creatures, finding comfort in their sadness. If there don't seem to be any sufficiently depressed living creatures around them, the lovelorn can always take it upon itself to create tragic circumstances. Using their small size to remain hidden, most lovelorn are content to haunt small communities for years at a time. They inflict a horrid curse of malaise with their fangs that can often lead to an entire village overcome with dread and despair, all in service of the lovelorn's comfort.

LOVELORN LAIRS

The lovelorn makes its home in a desolate place, devoid of anything resembling joy or colour.
The region containing a lovelorn's lair is warped by its presence, creating the following effects:

> **Forlorn Energy.** The emotional energy within 1 mile of the lair is devoid of joy and laughter. Creatures who spend 1 hour or more within this area have Disadvantage on skill checks that use Charisma and Charisma saving throws.
>
> **Gloom.** Thorny vines and thick undergrowth thrive within 1 mile of the lair. The area is difficult terrain. If any of the vines are destroyed, they slowly regrow over the course of 5 days.

If the lovelorn dies or moves its lair elsewhere, these effects end immediately.

Lovelorn

Tiny Undead, Chaotic Evil

AC 17 **Initiative** +6 (16)
Hit Points 54 (12d4 + 24)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 11	+0	+0	**DEX** 19	+4	+6	**CON** 14	+2	+2
INT 7	-2	-2	**WIS** 16	+3	+3	**CHA** 16	+3	+3

Skills Stealth +8
Resistances Cold
Immunities Psychic, Necrotic; Charmed, Deafened, Exhaustion, Frightened
Senses Darkvision 60 ft., Passive Perception 13
Languages Understands Common but can't speak
CR 4 (XP 1,100; PB +2)

Traits

Gloomy Aura. The lovelorn is constantly surrounded by a 30-foot Emanation of malaise. Creatures within the Emanation who aren't a Construct of Undead have Disadvantage on saving throws.

Magic Resistance. The lovelorn has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The lovelorn attacks once with its Bite and uses Grasping Ribs

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage. If the target is not a Construct or Undead, it is subjected to the following effect. *Charisma Saving Throw:* DC 13. *Failure:* The target is **cursed**, and immediately gains a level of Exhaustion. This level of Exhaustion cannot be removed by any means as long as the target is cursed. If a ***Calm Emotions*** spell is cast on the target, the curse ends.

Grasping Ribs. The lovelorn digs its legs into a target, latching on to them. *Dexterity Saving Throw:* DC 14, one creature within 5 feet of the lovelorn. *Failure:* 6 (1d4 + 4) Piercing damage plus 10 (3d6) Necrotic damage and the lovelorn attaches itself to the target. While attached, the target takes 10 (3d6) Necrotic damage at the start of the lovelorn's turn. The lovelorn can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the lovelorn by making a successful DC 14 Strength (Athletics) check.

Spellcasting. The lovelorn casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: ***Invisibility***, ***Mage Hand*** (the hand is invisible), ***Minor Illusion***, ***Silent Image***
3/Day Each: ***Entangle***
1/Day Each: ***Animate Dead***

Reactions

Skittering Retreat. *Trigger*: A creature ends the movement in a space within 5 feet of the lovelorn. *Response*: The lovelorn moves up to half its speed without provoking ***Opportunity Attacks***.

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